

AI in Art

A brief overview



Art + Artificial Intelligence 2024

Technologies

	Pre-2020	2020	2022	2023	2025 ?	2030
TEXT	Spam detection Translation Basic Q&A	Basic copy writing First drafts	Longer form Second drafts	Vertical fine tuning gets good (scientific papers, etc)	Final drafts better than the human average	Final drafts better than professional writers
CODE	1-line auto-complete	Multi-line generation	Longer form Better accuracy	More languages More verticals	Text to product (draft)	Text to product (final), better than full-time developers
IMAGE			Art Logos Photography	Mock-ups (product design, architecture, etc.)	Final drafts (product design, architecture, etc.)	Final drafts better than professional artists, designers, photographers)
VIDEO/3D			First attempts at 3D/video models	Basic / first draft videos and 3D files	Second drafts	AI Roblox Video games and movies are personalized dreams

<https://www.sequoiacap.com/article/generative-ai-a-creative-new-world/>

● First

● Almost

● Ready

Multimodality





Dalle-1 (2021)



Dalle-3 (2023)

Text2video (2023)



Kling (2024)



William Smith eating spaghetti as video quality benchmark

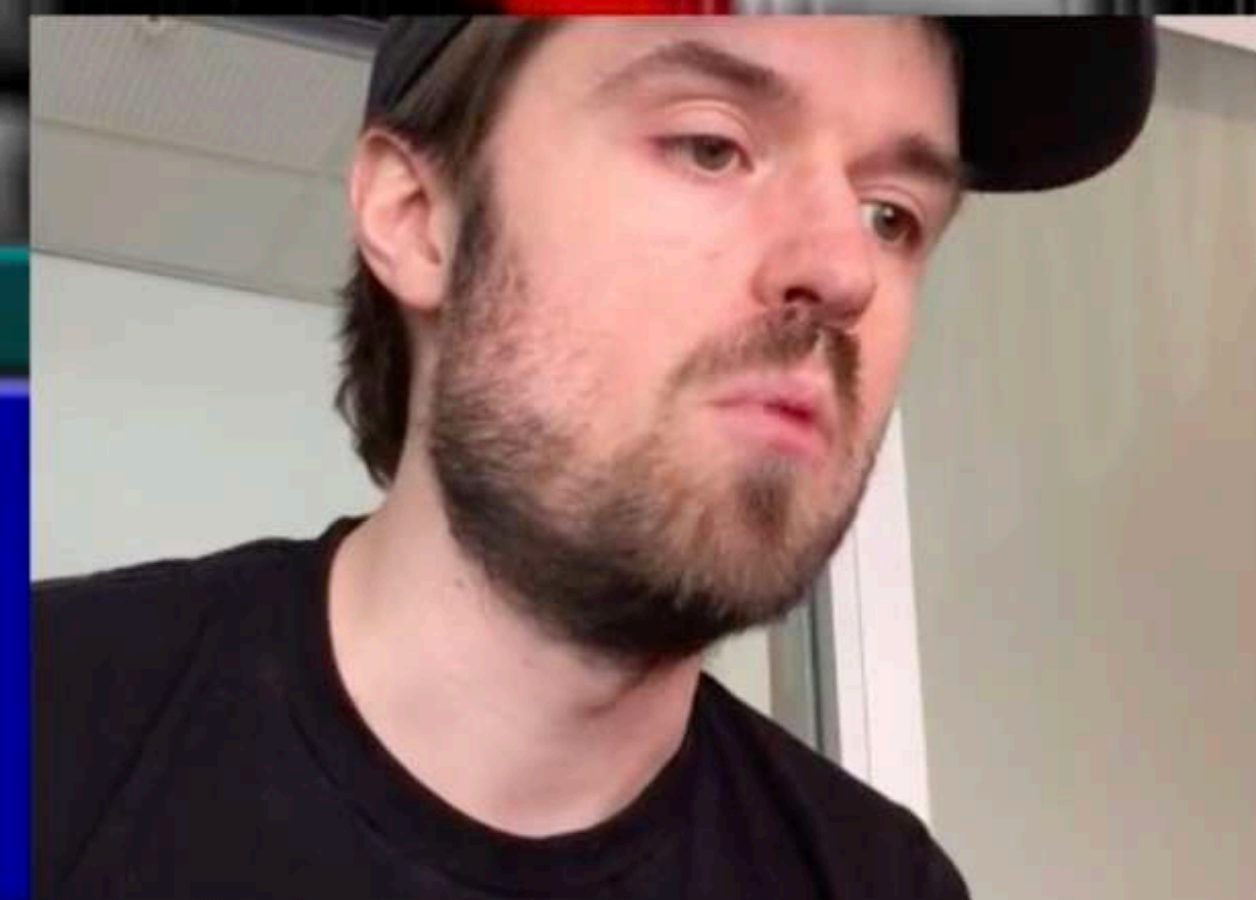


Music Generation



Gaussian Splatting

Projects



FLOOR	SCORE	LIVES	CHARACTER	HEALTH	AMMO
1	100	3		71%	18

Sound-controlled Wolfenstein



"Machine Hallucinations" Refik Anadol Studio



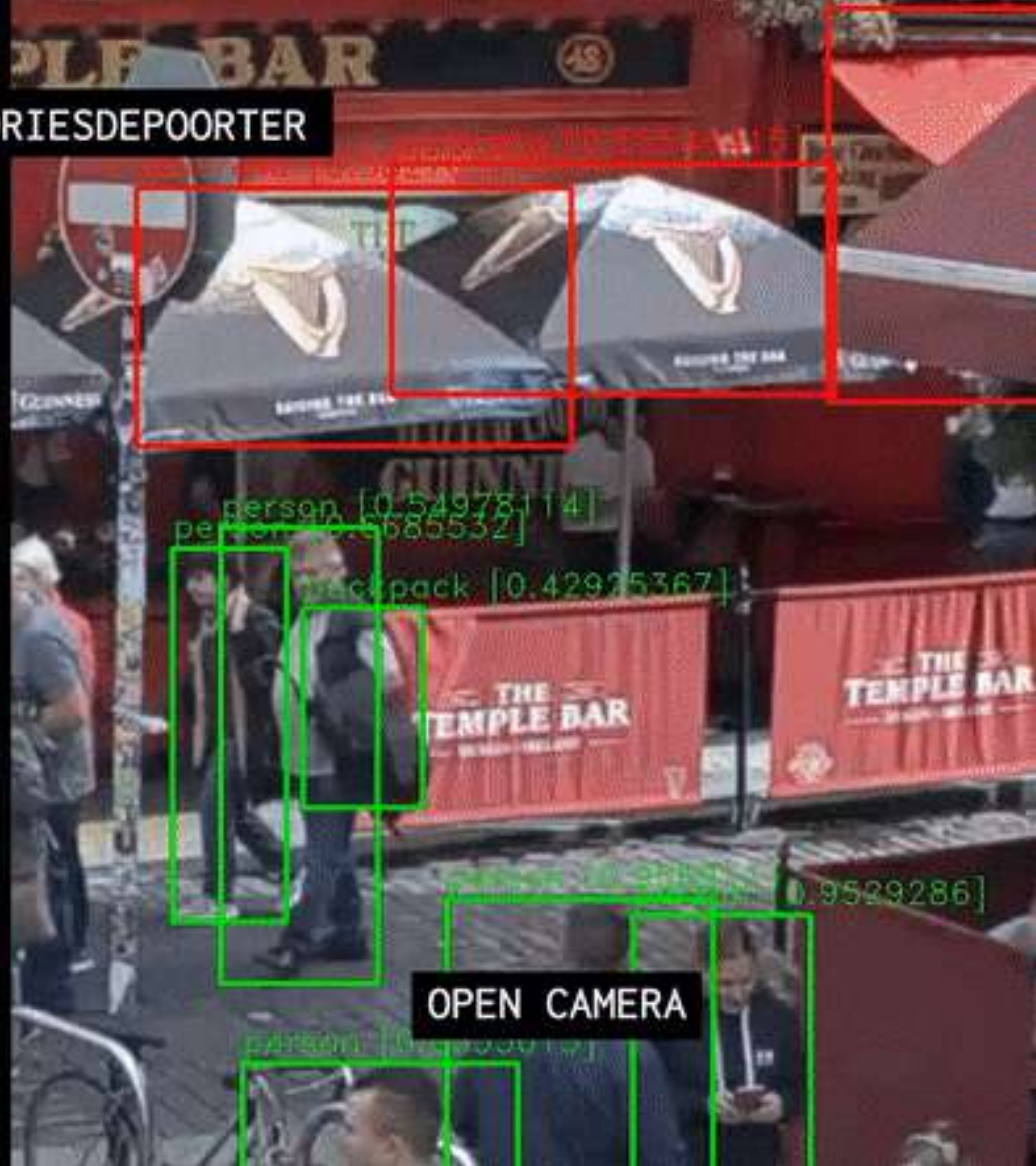
"AI & Me" MOTS



PROJECT BY @DRIESDEPOORTER

INSTAGRAM

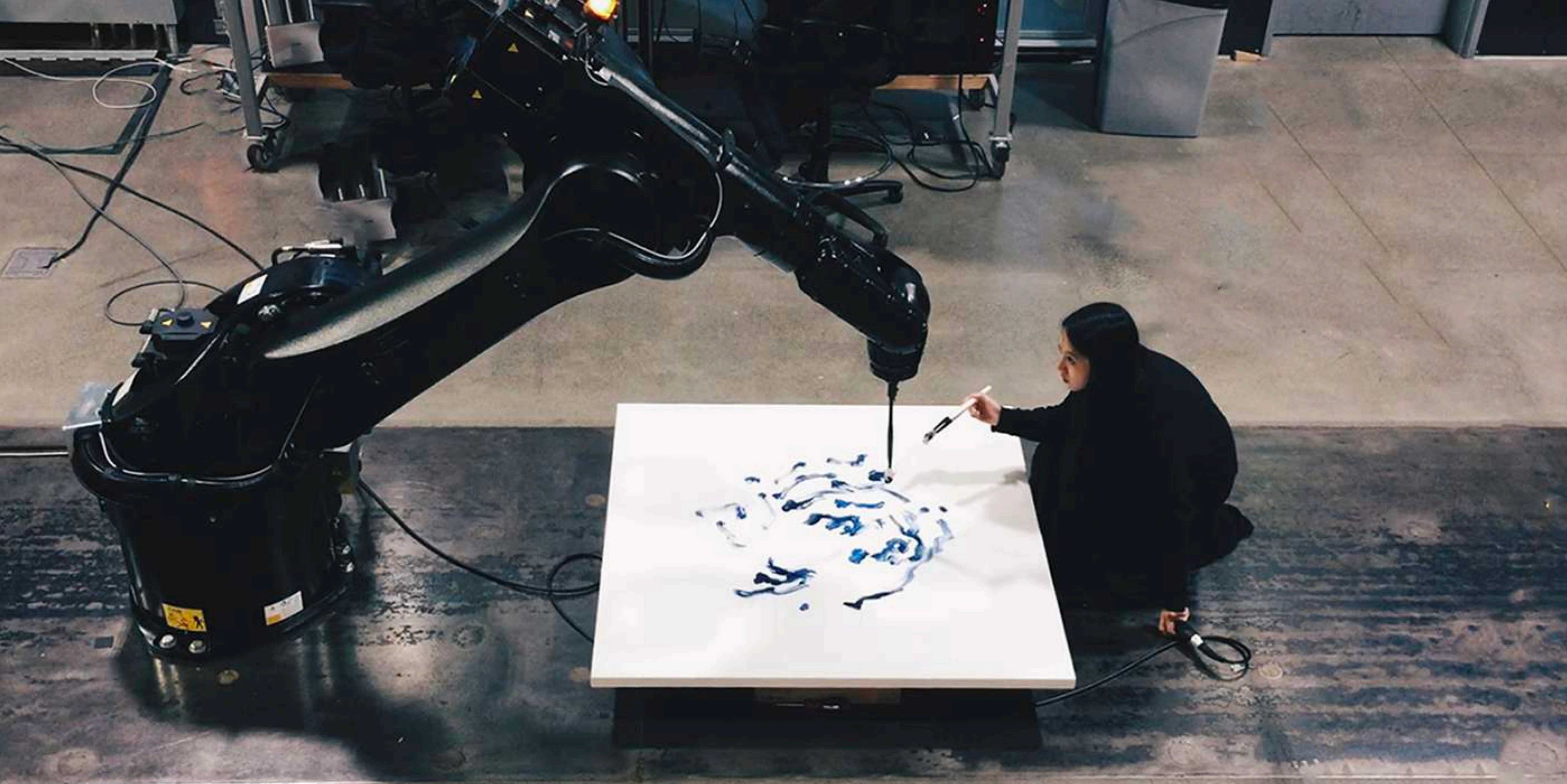
"The Follower" Dries Depoorter



OPEN CAMERA



"NUCA" Mathias Vef + Benedikt Groß



Sougwen Chung



"VOICE GEMS" Reeps100

giff
GUANAJUATO
INTERNATIONAL
FILM FESTIVAL
GANADOR
2022

FESTIVAL DU
NOUVEAU CINÉMA
DE MONTRÉAL

Prix de la meilleure animation 2022

BACKFLIP

PRIZE WINNER
OTTAWA
INTERNATIONAL
ANIMATION FESTIVAL
2022

Nikita Diakur





"reconFIGURE"

Chris Elvis Leisi, Chris Salter, Pascal Lund-Jensen, Florian Bruggisser



"All the Lives" Nadine Cocina, Björn Franke, Paulina Zybinska